**Game Thinking Planning Template**

**Lesson outcomes**

This lesson involves Stage 6 Design students and is titled “Brainstorm Blitz”.

Syllabus outcome: P1.3 – Investigates and experiments with techniques in creative and collaborative approaches in designing and producing.

**Description of your audience**

Year 11 Design & Technology students with little or no previous design experience. Beginning to take an interest in problem solving as an important skill for life but unsure of the context of the subject.

**Time constraints**

Introductory Single Lesson (60 Min) divided into 3 tasks. Students in groups compete to design an appropriate design solution to a specified design problem (10 min. each problem.)

**Game Elements**

**Emotions** – Group competition where all members take turns to find solutions for a design problem. Obvious intentions for player emotions, speed of thinking, originality, sharing under time constraints.

**Narrative** – Teacher will be Game show host and verbally outline simple design task to all groups. The design problems will follow a well conceived, consistent design problem solving approach.

**Progression** – Task designed to improve skills and knowledge. Progress is clear with accumulated scores on the board and points for innovative thinking etc. Prizes at the end. Usually chocolate.

**Relationships** – Student interaction, group work, brainstorming, relationship building. etc.

**Fun check**

Students are emotionally mature enough to handle fast paced, competitive problem solving as well as easy questions and hard questions.